

# The Diplomacy Tribune ©1990

May 1990

Number 14

 Ah May, my favorite month of the year. Besides the usual wonders of spring; cool nights, warm days, May also has the best sailing weather. nice steady sou'westerly breezes will have *Lydia* clipping along nicely as I cruise her around between the Patapsco and the Magothy rivers. Besides watching comet Astin whisk around the sun, and waiting to see pictures from the space telescope, I'll be getting a nice little 10" Dobsonian for myself to explore the heavens with. So as not to detract from the flowers my wife planted last season, Out came the tools and we installed new windows, a screen porch, and are preparing for vinyl siding. May is going to be a busy month for the Todd family! But when it's done we can sit back, take in our nice looking house, catch a planet or two, and enjoy the approach of our fifth wedding anniversary on June 1st. Ain't life grand.

## Turkey

Turkey is a country with limited offensive options and a superb defensive position. It is frequently touted as the easiest power to play, and I agree. There are three basic openings:

- 1) A Con-Bul, F Ank-Bla, A Smy-Arm
- 2) A Con-Bul, F Ank-Con, A Smy H
- 3) A Con-Bul, F Ank-Bla, A Smy-Con (or A Smy H)

The first set is an attack on Russia and is usually done in conjunction with Austria ( A Vie-Gal ) and possibly western help. Germany should be encouraged to open F Kie-Den, and to stand Russia out of Sweden in the fall. If you sucker Russia into allowing your fleet to enter the Black Sea, he is already in trouble. If not, your position against him is still reasonable. The drawback of this opening is that it commits you to war right away. It is best used, then, when you are reasonably sure of an Austrian ally. The second set is very pro-Russian, so you had better be damn sure he is on your side. For if he attacks you, your outlook is poor. If Russia is loyal, however, this set of moves allows you to move your fleet into the Mediterranean area quickly.

[ Continued on next page ]

## Plugs

**Perestroika**  
Lawrence Cronin

**The Swiss Observer**  
John Armstrong

**Been There Done That**  
Tom Nash

**Dipadeedoodah!**  
Phil Reynolds

**Atlanticon '90**  
Baltimore Convention Center  
July 13-15, 1990

The annual East Coast regional gaming event with, among other thing, a Diplomacy tournament on Saturday the 14th.

Pre-registration until June 23rd is \$14, afterwards and at the door it's \$18. One day is \$10.

For more information write:

Atlanticon '90  
P.O. Box 15405  
Baltimore, MD 21220

I'll be there, will you?



The army in Smyrna should hold rather than move move to Ank simply this allows for a slightly stronger defense against treachery on the part of Russia. F Aeg will discourage a Santo Opening by Italy, and permit an early move on the Ionian Sea, or prepare for a convoy into Greece in Spring 1902, particularly if A Bul-Gre has kept Austria out in Fall 1901.

The third set of moves is the most neutral of the bunch, particularly A Smy Hold. This opening does not commit you to war with Russia, but keeps him out of Bla. Often, the move to the Black Sea will be part of a prearranged standoff with the Russian Fleet. This ensures that neither of you can destroy the other right away. If you do enter the Black Sea, the lack of A Arm may persuade Russia that you are not hostile, regardless of your true intentions.

So much for the opening moves. These are determined for the most part by your relations with your neighbors, particularly Austria and Russia, but it is also crucial to establish a good correspondence with the west. It is of the utmost importance to you that Italy avoids attacking you in 1902. You may offer him an alliance against Austria, or encourage him to attack France. And be convincing! You do NOT want an early war with Italy, except in the unlikely circumstance that you're allied with both Austria and Russia. In the mid-game, you can ally with almost anyone. Russia/Turkey is powerful once it gets rolling. Austria/Turkey can also go places but requires far more trust. Italy/Turkey can be workable but is sometimes difficult to manage because it leaves your fleets bottled up in the east, forcing you to be the tiger to his shark. An alliance with a western power can be very strong as well. So don't ignore the far away countries, because you will need one of them to keep a stalemate line from forming against you in the Atlantic or in eastern Germany.

Finally, a bit of general advice. Turkey usually expands slowly. Be patient and don't try to explode fast. If you are the victim of an early Austria/Russia alliance, don't lose heart, as a stubborn defense often discourages the attackers. and keep communicating with Italy and whoever of England and Germany has the freest hand. Try to ally either Russia or Austria at first, and with any country later on. ALWAYS open with Con-Bul. And, as always, enjoy yourself!



To those players in 'Abe' that had to deal with that most unfortunate time-slip, I would like to express my thanks for your understanding and patience. The Tardis, ahem, the Trib is back on track and your GM promises to stay on the wagon from here on in, *hiccup*.

Since no one seemed to have any ideas as to what variant they wanted to play I decided to make 'Donna' a game of Gunboat, or "lazy man's Dip." This is Diplomacy without the Diplomacy, kind of like black & white tv. Players will go by pseudo-names of thier choice and there will be a Winter 1900 'Press Season' once we have the required 7 players to begin.

The E game, or 'Ed' will be a game of Larry Cronin's *Perestroika Diplomacy* whose rules were published in the January '90 issue of the Trib. This looks to be a very interesting variant to play, and I hope, to GM. If you missed the rules issue, drop me a note and I'll send you a copy.

This issue also concludes the series of articles of playing hints. I still have no idea who wrote them and uploaded them to my BBS, but if I ever find out, I'll let you know.

So, till June, have fun!

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**Deadline**  
**May 31, 1990**

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## Game Openings

Donna  
Gunboat  
Need 6 players

Ed  
Peristroika  
Need 7 players

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**Note!** John Armstrong is going to England to visit the Queen, some problem with his title I believe, at any rate - he will be receiving his mail at his Kentucky address. Of course that means he won't be taking any phone calls, he doesn't have "Call-Forwarding." Bernie Oaklyn decided to stay home instead and just change his zip-code.

These changes are in the address list.



# NMR's

It doesn't take long to think up a set of moves for a game of Diplomacy, just a few minutes to come up with a preliminary set of orders, write them down, and mail them in. Hardly any effort to speak of really; yet the majority of orders I receive arrive in the last three days before the deadline. Admittedly, a number of you do send in several sets of orders during the month, making sure that there is no chance of an NMR. Don't think it went un-noticed, or un-appreciated. Alas, these people are greatly out-numbered by the "Last-Minute-Larry's" that probably haven't done their Census forms yet, or maybe even their taxes!

It's very simple; the Trib arrives in your mail-box; you get it, open it, and later when you have time, sit and look over your game results, NOW! that's when you should be writing a draft set of orders! Later, you pick up the Trib again, look over your game and your draft set of orders, make a couple of adjustments to your moves, write them down and MAIL THEM IN! There, now even if your final orders are eaten by those hungry, underpaid, postal workers, at least you've done something!

Of course some of you will never change your ways, and will always be late for work, weddings, funerals, etc., for you I suggest this;

## Call!

Ten little numbers can keep the armies of a great nation from just sitting idle! I will accept phone orders during human hours, namely those between 6pm & 10pm on week-days and 9am & 11pm week-ends. Yes, that means until 11pm on Fridays and 10pm on Sundays. I will take orders only, no press, no book reviews, no auditions, demo tapes, just moves and/or adjustments. Of course it would help to have the number, eh?

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That number is local to Baltimore and it's environs, Annapolis and points in-between.

So, now what excuse have you got? I didn't think so. Remember, you get your moves in early, you get the Trib back early. The Trib's been called several things, but never "late."

... Unto Caesar, that which is  
Caesar's ...

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## Boardman/Miller Numbers

TRI0490, or "Carl" will get a Boardman number in the near future as will any regular Diplomacy game run in the Trib. Anyone wishing more information concerning the Boardman Numbers and their custodian can write to;

Don Williams

As for variant games, well that's another matter. The Boardman number is a source of statistical data concerning a number of like subjects, that is, regular Diplomacy games. I can understand the possible uses for such information to those that like that sort of thing, but the Miller number is something else. It is a source of data on un-like subjects. Such data is useless except to record game starts. I just can't see a need to number the Trib's variant games, so no numbers will be applied for by me.

Of course, I may be overlooking some aspect of the Miller number system that would justify logging our games, if you would like to contest my decision, I'd like to hear your views.





Spring 1904 Moves

Moves

England (Lachik): A Lon-Yor, E Nts-Ech, F Ech-Mao, F Nao-S F Ech-Mao  
 Germany (Armstrong): A Kie-S A Mun, F Swe-Bal, A Ber-Sil,  
 A Mun-S A Ber-Sil, A Hol-S (E) A Lon-Bel,  
 F Den-S (R) F Gob-Swe,  
 Russia (Green): A War-S A Sev-Mos, A Pru-S A War, A Sev-Mos,  
 F Gob-Swe  
 Turkey (Weiss): E Bla-Hel  
 Austria (Diehl): A Boh-S A Tyr-Mun, A Gal-S A Bul-Rum, A Bud-Vie,  
 A Tyl-Mun, A Bul-Rum, A Ukr-S A Bul-Rum,  
 F Aeg-Bul(sc)  
 Italy (Santella): F Eme-Ion, F Wme-Spa(sc), F Gol-S F Wme-Spa(sc)  
 A Ven-Pie, A Smy-Ank, A Con-S A Smy-Ank,  
 France (Sweeney): A Bel-S Pic-Bur, A Bur-Gas, A Pic-Bur, E Iri-Mao,  
 F Bre-S F Iri-Mao, E Spa-S E Iri-Mao [Retreat Por]

Board Status

England: F Nao, F Nth, F Ech, A Yor  
 Germany: F Bal, F Den, A Hol, A Kie, A Mun  
 Russia: F Swe, A Pru, A Mos, A War  
 Turkey: F Bla  
 Austria: A Boh, A Tyr, A Gal, A Rum, A Vie, A Ukr, F Bul(sc)  
 Italy: A Pie, A Ank, A Con, F Ion, F Gol, F Spa(sc)  
 France: A Bur, A Gas, A Bel, F Bre, F Iri, F Por

Press

Let the French games begin afresh!

Let the Turk die, again!

Ber-Par: If you want to keep me as an ally, you'll have to do better  
 business; I don't like when people stand me up and leave my  
 units supporting nonexistent operations!

Tur-GM: Hey, if you can find a time machine, I can find a secret  
 passage!

Due Next: Fall 1904 Moves

\* Please note in this and all games, if provisional builds are included  
 with Fall move orders by ALL players eligible to build, the Winter  
 Adjustment Season will be skipped and the board status will reflect the  
 situation after moves and builds.



## Spring 1903 Moves

## Moves

England (Sweeney): A Bel-Hol, F Ska-Nwy, E Nth-S A Bel-Hol,  
 F Nwg-S F Nth, E Lon-Ech  
 Germany (Diehl): A Hol-S (F) A Bur-Bel, A Ruh-S A Hol, E Hel-Nth,  
 F Den-Ska, F Bal-Den  
 Russia (Renner): A Mos-Gal, A War-Gal, F Swe-S (G) F Den-Ska,  
A Stp-Mos [A War retreat to Liv per orders]  
 Turkey (Schultz): A Arm-Rum, A Sev-Mos, F Bla-C A Arm-Rum, F Aeg-Ion,  
 F Smy-Eme  
 Austria (Wiess): A Tri-S (I) F Nap, A Ser-S A Tri, A Gal-S A Ukr-War,  
 A Ukr-War, F Gre-S (T) F Aeg-Ion  
 Italy (Kays): **NMR**; A Ven-Hold, A Tun-Hold, F Nap-Hold, F Alb-Hold  
 France (Ried): A Pic-S (E) A Bel, A Par-S A Pic, A Mar-Bur,  
 A Bur-Mun, E Bre-Ech

## Board Status

England: F Nws, F Nts, F Nwy, F Lon, A Bel  
 Germany: F Ska, F Den, F Hel, A Hol, A Ruh  
 Russia: F Swe, A Stp, A Mos, A Liv  
 Turkey: A Sev, A Rum, F Bla, F Eme, F Ion  
 Austria: A War, A Gal, A Tri, A Ser, F Gre  
 Italy: A Ven, A Tun, F Nap, F Alb  
 France: A Par, A Pic, A Bur, A Mun, F Bre

## Press

Emperor to Kaiser: Enough of your anonymous press, publish your gossip  
 under your own by-line!  
 Bud-Smy: Czar? What Czar?  
 Tur-Anon: Nice try guy, but hardly successful.  
 Lon-Par: Couldn't resist the open waters.

Due Next: Fall 1903 Moves



Spring 1901 Moves

Moves

England (Oaklyn): F Lon-Nth, F Edi-Nwg, A Lvp-Edi  
 Germany (Burgess): A Mun-S A Ber-Kie, A Ber-Kie, F Kie-Den  
 Russia (Renner): A War-Ukr, A Mos-Stp, F Stp-Gob, F Sev-Bla  
 Turkey (Armstrong): A Con-Bul, A Smy-Arm, F Ank-Bla  
 Austria (Johnson): A Vie-Tri, A Bud-Ser, F Tri-Alb  
 Italy (Webster): A Ven-Hold, A Rom-Apu, F Nap-Ion  
 France (Kirk): A Par-Gas, A Mar-Spa, F Bre-Mao

Board Status

England: F Nth, F Nwg, A Edi  
 Germany: A Kie, F Den, A Mun  
 Russia: A Ukr, A Stp, F Gob, F Sev  
 Turkey: A Bul, A Arm, F Ank  
 Austria: A Tri, A Ser, F Alb  
 Italy: A Ven, A Apu, F Ion  
 France: A Gas, A Spa, F Mao

Press

**Dateline-Istanbul:** After a glorious revolution against the great hated Sultan dog, the Islamic Liberation by Death Jihad led by Ayatollah "And-You-Thought-Kadaffi-Was-Bad" Armstrongshisk, has seized power. Does anyone wish to join our righteous cause to liberate the oppressed?

**Turkey-Wimps:** We will kill the next dog that wastes our time with a pile of meaningless "warm-fuzzies," talk business with us or don't bother us at all.

**Istanbul-Moscow:** How dare you waste my time with your hot air! Dir like the cowardly, sniveling, wimp you are!!

**GM-Armstrongshisk:** Gee John, finals coming up again?

**Istanbul-Vie, Par, Ber:** You on the other hand, talk business. I like that and hope we can work together.

**French Horn-Tuba:** Too bad it's still early; you can only stab 3 people this season.

**Ita-Tur:** My daddy always taught me to read the fine print.

**Par-Europe:** Monsieur DeGaulle vehemently denies that he and Mussolini have sealed an alliance involving their countries.

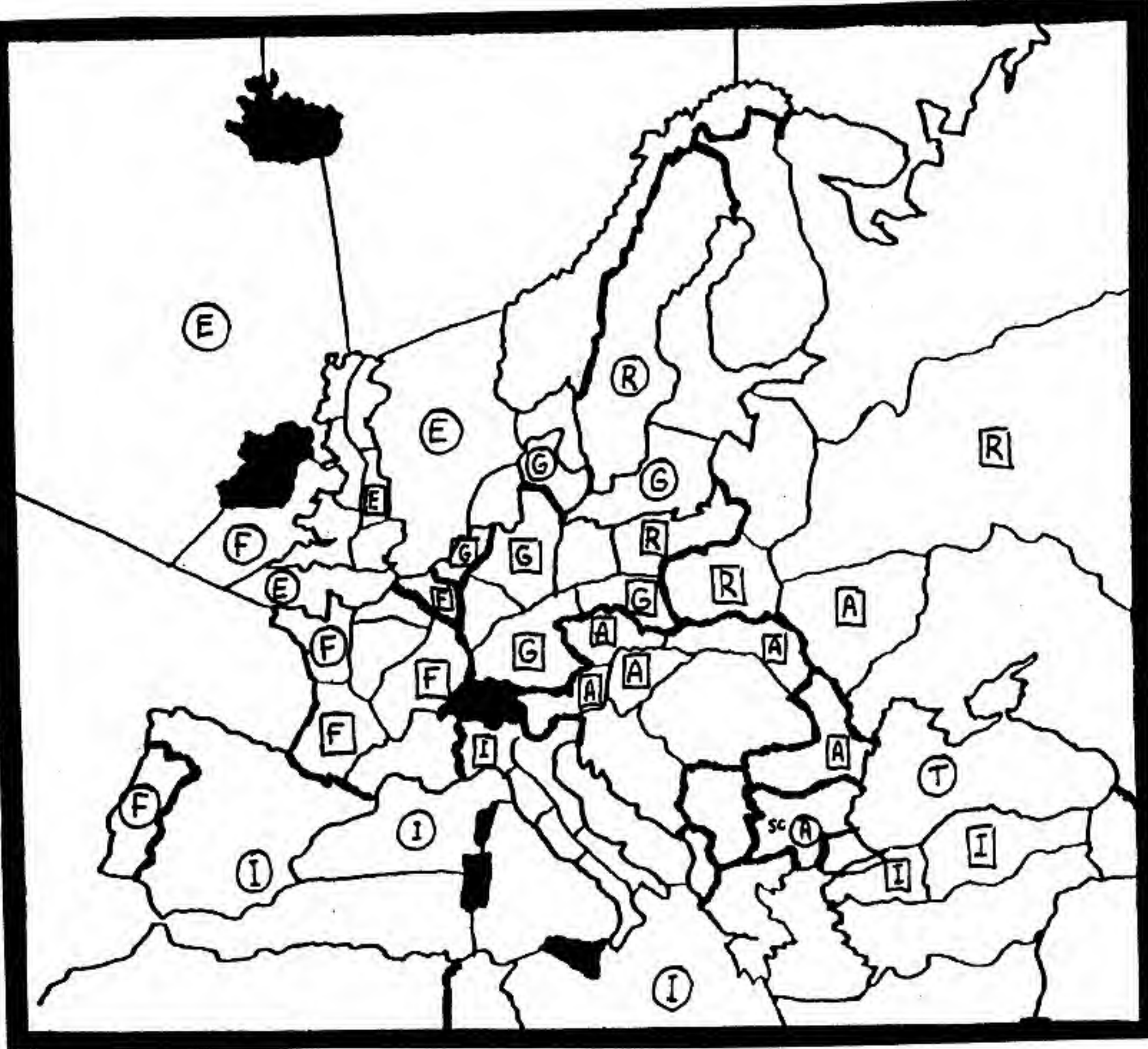
**Istanbul-Rom:** Are you already dead? Just wondering.

(Gravenhage, almost scraping the Kaiser's boots) An inner light, slowing from deep recesses or the parchment, filters through the open window and settle onto a solitary message. At the end of a long table stands a strong and poised figure of a man, his elegance immediately recognized as simple yet majestic. The features of his face reveal a complex blend of cultures -Hispanic, Anglo, African, and Asian. He appears introspective and serene, but the colors of his uniform are bold and vibrant. He gazes from the tower window, looking in three directions, speaking in a rather low voice, "I wonder if it be by land or sea, from the south, the east, or the south-east?" Crouching down behind the window sill, seemingly cowardly for the moment, he shoved his thumb into his mouth, reached across for his crying towel, and slithered into his closet for a scream. A small plane was heard overhead.

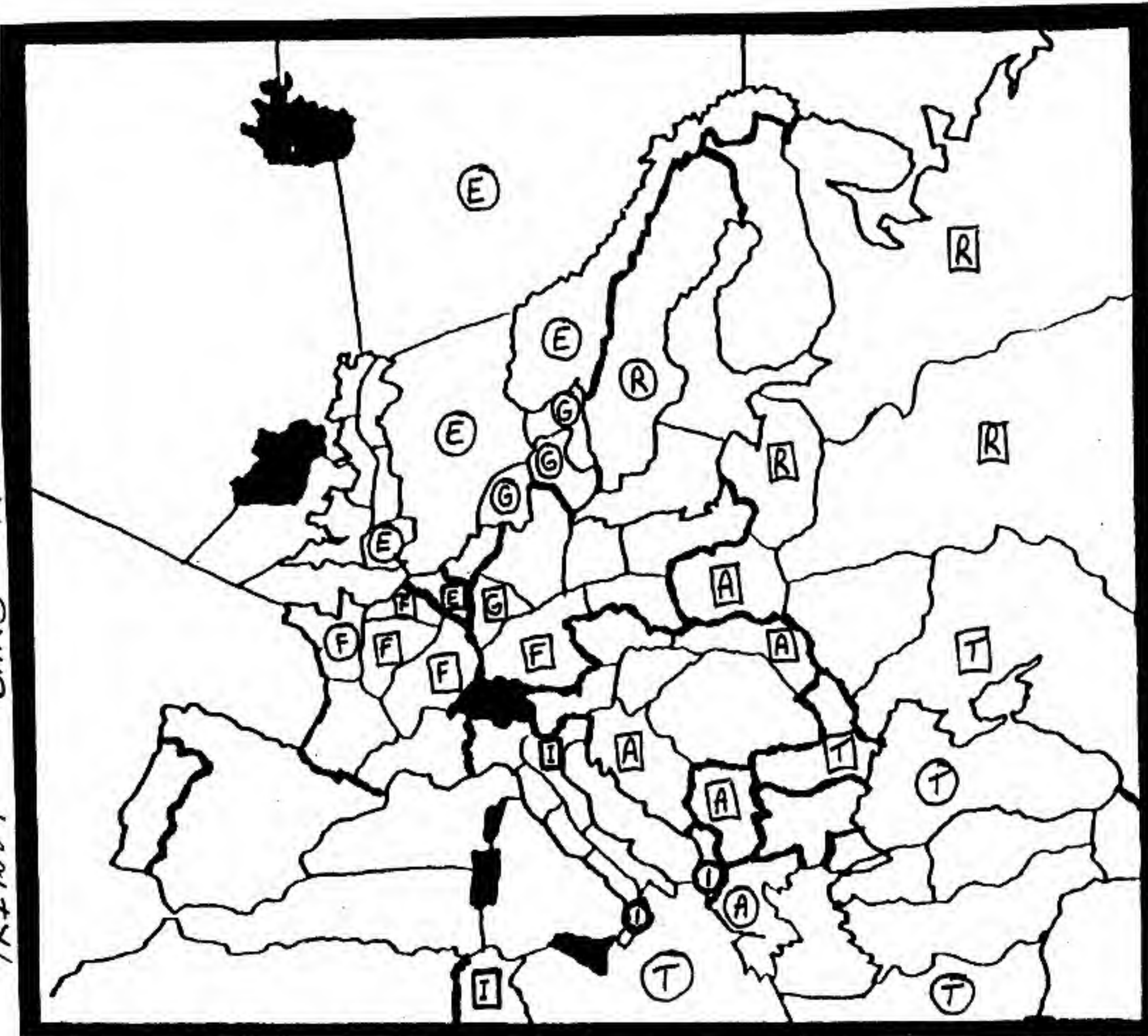
**GM:** And you thought Salvadore Dali was dead!



TRI0589 "AGE" 1989 IS SPRING '04



TRI 1089 "BARB" 1989 IQ SPRING '03





"CARL" 5A01

TRI0490

